

having an associated award symbol, provides the player the jackpot award when the accumulated award symbols reach said winning combination of X number of award symbols and provides the award if the accumulated award symbols reach the different combination of award symbols having less than X number of award symbols.

Please amend Claim 10 as follows:

10. (Twice Amended) A method of operating a bonus round of a gaming device, said method comprising the steps of:

- (a) triggering said bonus round;
- (b) displaying a plurality of selections to a player;
- (c) picking one of the selections;
- (d) displaying a symbol associated with the picked selection;
- (e) accumulating the symbol if the symbol associated with the picked selection is an award symbol, wherein at least one award is associated with one of the award symbols;
- (f) providing the player an award if the symbol associated with the picked selection is a credit symbol;
- (g) repeating steps (c) through (f) until a number of selections are picked;
- (h) providing the player a jackpot award if the accumulated award symbols reach a predetermined number of award symbols; and
- (i) providing the player an award less than the jackpot award if there is at least two but less than the predetermined number of accumulated award symbols.

Please amend Claim 17 as follows:

17. (Amended) The gaming device of Claim 1, which includes a selection confirmation indicator connected to the processor which enables the player to confirm at least one selection picked by the player.

Please amend Claim 19 as follows:

19. (Amended) The method of Claim 12, which includes enabling the player to confirm at least one selection picked by the player.

[Please amend Claim 20 as follows:]

Claim 20 has been amended as follows:

20. (Amended) A gaming device having a game comprising:

Sub c3
Sub C4
Sub C47

a plurality of selections;
a plurality of credit symbols associated with a plurality of said selections;
a plurality of award symbols associated with a plurality of said selections;
a display device adapted to display the selections, credit symbols and award symbols to a player; and
a processor in communication with the display device, said processor providing the player with a number of picks of the selections, providing the player with an amount of credits for each pick of one of the selections having an associated credit symbol, providing the player with an amount of credits for at least two picks of the selections having an associated award symbol, and providing the player a jackpot award if the player selects a predetermined number of selections having associated award symbols with the player's number of picks of the selections.

Please amend Claim 27 as follows:

27. (Amended) A gaming device having a game comprising:

Sub C47
Sub C5
Sub C57

a plurality of selections;
a plurality of credit symbols associated with a plurality of said selections;
a plurality of award symbols associated with a plurality of said selections;
a display device adapted to display the selections, credit symbols and award symbols to a player; and
a processor in communication with the display device, said processor providing the player with a number of picks of the selections, providing the player with an amount of credits for each pick of one of the selections having an associated credit symbol, accumulating the award symbols for each pick of one of the selections having an associated award symbol, and providing the player an award that varies based on the

AB5
number of accumulated award symbols associated with the selections picked by the player, the number being at least two, wherein said award non-linearly increases as the number of accumulated award symbols increases.

Please amend Claim 29 as follows:

Sub C5 29. (Amended) A method of operating a game of a gaming device, said method comprising the steps of:

AB6

- (a) displaying a plurality of selections to a player;
- (b) enabling the player to make a number of picks of said selections;
- (c) displaying a symbol associated with each picked selection;
- (d) accumulating the symbol if said symbol is an award symbol;
- (e) providing the player at least one credit if the symbol is a credit symbol;

and

- (f) providing the player an additional award that varies based on at least two accumulated award symbols, wherein said additional award non-linearly increases as the number of accumulated award symbols increases.

Please cancel Claim 35 without prejudice or disclaimer.

Please amend Claim 36 as follows:

Sub C6 36. (Amended) A gaming device comprising:

- a plurality of selections;
- a plurality of credit symbols associated with a plurality of said selections;
- a plurality of award symbols associated with a plurality of said selections;
- a winning combination of award symbols;
- a processor providing a number of picks of the selections;
- at least one credit provided to a player for each picked selection having an associated credit symbol; and
- a jackpot award provided to the player if, for each of the provided number of picks, the player picks the selections having associated award symbols which form the winning combination of award symbols.